

SONIC

THE COMIC

NEW
STORY

SONIC'S WORLD!

SHOCK'S
AWAY!



**SATURN
REVIEW!
SLAM 'N' JAM!**

**SOCCE
R ZONE!
KICKIN' ARTWORK!**

**CRABMEAT BADNIK
PIN-UP!**

**Q ZONE REVISITED
SONIC 2!**

PLUS

**KNUCKLES!
TAILS!**

FREE GIFT MISSING?
ALERT YOUR
NEWSAGENT
NOW!

£1.20 • NO 86
17 SEPTEMBER 1996
EVERY FORTNIGHT

e
STC
Archives
3

UK's OFFICIAL SEGA COMIC

CONTROL ZONE

Hey, Boomers!

Hold on to your noses! Could it be the humes-who-think-they're-in-charge that I can smell? No, it's this issue's cover mounted Planet Kratz sample pack! Phew! The six scratch 'n' sniff stickers, plus playing card, are merely a tasteless taste of what's available at your local newsagents for 99p (the complete set contains 100 character cards, plus a dice for playing up to 20 different games - you have been warned!).

Moving on to the sweet smell of success... There's the start of a brand new Sonic's World story: Future Shock. Also, three stories reach their thrilling conclusions: Sonic's Heroes and Villains, Knuckles' Village of the Damned, and Tails' Trooper Trouble. However, don't fret as they'll all be back in brand new stories next issue.

Due to your repeated ear-bashings for more help with Sonic games, check out the first part of the Sonic 2 Q Zone. Also, on the ball this issue is the Kickin' Zone which ties in with the new football season. Plus, there's a Slam 'n' Jam review, and another Badnik Pin-up. Yes, those humes have caved in to more of your demands, so create a space on your walls for Crabmeat.

Have to dash Boomers, I'm off for a trip to Segaworld, but the only snag is I have to go along with the humes-who-think-they're-in-charge. Oh well, I'll just have to switch off my smellometer!

MEGADROID

STICKER ROUND FOR STC 87...

FREE GIFT!

Get stuck in with next issue's set

of fab stickers, featuring classic poses of Sonic (as shown), Tails and Knuckles. It's the perfect

excuse to be daringly decorative, so prepare to stick 'em-up!



NIGHTS NEWS!

Calling all Saturn owners! Get ready to put those 32-bit machines through a tough workout with NIGHTS, Sega's breathtaking new adventure game. Guaranteed to keep you well awake, watch out for the full report next issue.



- EDITOR: Deborah Tate
- FEATURES EDITOR: Audrey Wong
- DESIGNER: Gary Knight
- COVER ART: Nigel Kitching
- PRODUCTION: Sarah Colley
- CONSULTANT: Richard Repton

Published every other Wednesday by Futureway Editions Ltd, 23-25 Trentford Plaza, London W10 3SC. Tel: 0171 314 4400. Since The Comic won't be sold for more than the selling price shown on the cover. Printed in England by BVC Reprographics (Cheltenham) Ltd, a member of the British Printing Company Ltd. Covers printed by International Lithographers Ltd, Colchester. Distributed by Pre-Press Services Ltd, Luton. Copyright © Futureway Editions Ltd, 1994. Segways © Sega Enterprises Ltd. Printed by Segways Publications Ltd. Trademarks without permission, where published, licensed by Segways, Mastertronic, 2270 London Road, Bury, Lancs, England, M23 4BD. Tel: 01257 479 1999 (Customer Services). Subscriptions: Tel: 01257 479 1999 (Customer Services). ISSN 0956-0447.

COMPILED BY
ChartTrack

ELSPA

up/down REVIEW entry non mover

MEGA DRIVE

- 1 BRIAN LARA CRICKET '96
- 2 ↑ FIFA SOCCER '96
- 3 ↓ TOY STORY
- 4 NEW OLYMPIC SUMMER GAMES
- 5 NEW PETE SAMPRAS TENNIS '96
- 6 ↓ MICRO MACHINES 2
- 7 ↓ PGA TOUR GOLF '96
- 8 ↓ TAZ-MANIA: ESCAPE FROM MARS
- 9 ↓ SONIC AND KNUCKLES
- 10 ↓ MEGA BOMBERMAN

SATURN

- 1 ↑ EURO '96
- 2 NEW THE NEED FOR SPEED
- 3 ↑ PANZER DRAGOON
- 4 ↑ SEGA RALLY
- 5 ↓ VIRTUA COP
- 6 ↓ GUARDIAN HEROES
- 7 NEW BAKU BAKU
- 8 ↓ FIFA SOCCER '96
- 9 ↓ VIRTUA FIGHTER 2
- 10 ↓ STREET FIGHTER ALPHA

MEGA-CD

- 1 ↑ BRUTAL: PAWS OF FURY
- 2 ↑ B.C. RACERS
- 3 ↓ REBEL ASSAULT
- 4 ↓ SOULSTAR
- 5 RE BATMAN RETURNS
- 6 ↓ ETERNAL CHAMPIONS
- 7 ↑ THUNDERHAWK
- 8 ↓ WORLD CUP USA '94
- 9 ↓ TOMCAT ALLEY
- 10 ↓ EARTHWORM JIM

GAME GEAR

- 1 ↑ THE LION KING
- 2 ↑ COLUMNS
- 3 ↓ SONIC THE HEDGEHOG
- 4 ↓ SONIC THE HEDGEHOG 2
- 5 ↑ SONIC CHAOS
- 6 RE COSMIC SPACEHEAD
- 7 RE MORTAL KOMBAT 3
- 8 ↓ STAR TREK: GENERATIONS
- 9 RE POWER RANGERS: THE MOVIE
- 10 RE SONIC DRIFT RACING

IN THE PARALLEL DIMENSION OF THE SPECIAL ZONE, SONIC AND SUPER SONIC FINALLY MEET.

AS LONG AS YOU LIVE, SONIC, THERE'S THE DANGER THAT I MIGHT BECOME PART OF YOU AGAIN. AND SO YOU MUST DIE!

FAZAMM!

WHAP...

CHAOTIX! I NEVER THOUGHT I'D BE GLAD TO SEE THOSE CLOWNS!

SO, THE POLICE REPORTS YOU MONITORED WERE RIGHT, ONIJI, SONIC DID LEAVE THE POLICE STATION WITH LORD SIDEWINDER!

SONIC Heroes & Villains

Page 2

THIS IS NONE OF YOUR CONCERN, VECTOM!







KROOOOM!

FORCING ME
INTO THE OMNI-VIEWER
WILL DO YOU NO
GOOD SONIC!
WHEREVER I AM,
I CAN STILL DESTROY
YOU!!

QUICK, OMNI,
DO WHAT I SAID!
TRANSPORT SUPER
SONIC TO A FAR-OFF
DIMENSION!

NO SONIC - I
WON'T DO THAT!

WHAT?
WHEREVER SUPER
SONIC IS, HE'LL DESTROY
THOSE AROUND HIM... HE'S
OUR PROBLEM. WE MUST
DEAL WITH HIM
OURSELVES!

OMNI? CAN YOU
HEAR ME? HEY, WHAT'S
GOING ON?
SUPER SONIC
HAS STOPPED. IT'S
LIKE HE'S BEEN FROZEN
IN TIME!

LORD SIDEWINDER AND HIS GANG
HAVE ESCAPED AGAIN, SO I GUESS
WE CAN GET OUT OF HERE!
HEY, WHAT'S HAPPENED
TO THE OMNI-VIEWER?

I... I'M NOT
SURE...

LATER, BACK AT THE SECRET HEADQUARTERS OF THE CHAOTIX CREW.

THE OMNI-VIEWER CAN CONTROL TIME AS WELL AS SPACE...



SO HE MANAGED TO TRAP SUPER SONIC INSIDE HIMSELF BY STOPPING TIME!

THE OMNI-VIEWER TURNED HIMSELF INTO THE PERFECT PRISON.



A PRISON WHICH TRAPS HIM EVERY BIT AS MUCH AS IT DOES SUPER SONIC... WE ALL OWE THE OMNI-VIEWER A GREAT DEAL!



I DON'T UNDERSTAND ANY OF THIS!



SO THE OMNI-VIEWER GOT FROZEN... AND NOW HE'S RUN OUT OF TIME... OH DIDDLE, THAT'S NOT RIGHT!



NEXT ISSUE: MISTER SHIFTER!

KICKIN' ZONE

EACH ARTIST-HOME WHO GETS THEIR HANDYWORK PRINTED IN STC WILL RECEIVE A PACK OF CRAYOLA MINI STAMPERS 2, SHAPED-NIBBED, COLOUR PENS.

SUPERSONIC LTD MIGHTY LIVERPOOL

Daniel Grist,
St Leonards on Sea.

Crayola Mini Stampers 2
Pack Winner.



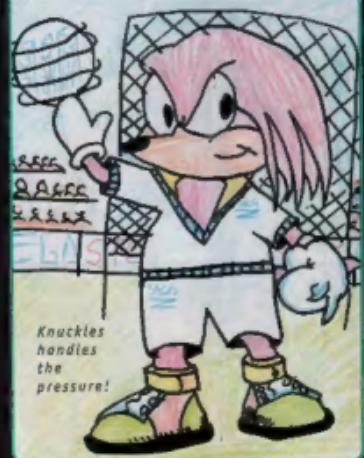
Alec Brady,
Atherton,
Manchester.

Crayola Mini
Stampers 2
Pack Winner.



Sonic - heads above!

Alexander Savva, West Hunsbury, Northampton.
Crayola Mini Stampers 2 Pack Winner.



Knuckles
handles
the
pressure!

Sonic won, Tails nil!

James Roden,
Torquay, Devon.

Crayola Mini
Stampers 2 Pack
Winner.





*Moving with the times!
Could Amy really be the first female professional player?*

Sara Adamson,
Lanarkshire,
Scotland.

Crayola Mini
Stampers 2 Pack
Winner.



Doctor Robotnik gets the yellow card for his choice of kit!

Christopher Box,
Henleaze, Bristol.

Crayola Mini
Stampers 2 Pack
Winner.

Danny Balogun, Hitchin, Surrey.
Crayola Mini Stampers 2 Pack Winner.



Kevin Keegan's latest signing?

EACH ARTIST-HUKE WHO GETS THEIR HANDIWORK PRINTED IN STC WILL RECEIVE A PACK OF CRAYOLA MINI STAMPERS 2, SHAPED NIBBED, COLOUR PENS.

For your nearest Crayola stockists:- Tel: 02234 227788



Graphic Zone, please take note of the following
rules:

* Draw in paint or felt tip pen on plain white paper (avoid lined paper and pencils or crayons as they don't show up as well when printed).

* Be original and don't copy pictures from the

comic - come up with your own ideas.

* Include your name and address, preferably written in capital letters on the back of the page.

* Send artwork to:
GRAPHIC ZONE, SONIC THE COMIC,
29-31 TAVERSTOCK PLACE, LONDON, WC1H 9SU.

KNUCKLES

VILLAGE OF THE DAMNED

Script
DAVID KETCHUM

Art
DAVID KETCHUM

Lettering
ELIZABETH FELL

KNUCKLES THE ECHIDNA IS
UP TO HIS NECK IN IT AGAIN

EWOOOSH!

STOP!
YOU MUST BE
MAD! YOU CAN
DO THIS!

ACCEPT THIS OUR
SACRIFICE, O MOON
GODDESS!

IN RETURN
WE ASK YOU TO MAKE
OUR CROPS BOUNTIFUL SO
THAT WE MAY SERVE YOU
ALL THE BETTER!

LISTEN!
I SAVED YOU FROM
BEING SACRIFICED AND
THE NEXT THING YOU
DO IS TURN ME IN
WHY?

II

SPEAK!
THERE'S NO
NEED TO FEAR
HIM

THE LEGENDS
FORETOLD THAT THE
RED ONE SHALL DIE AT OUR
HANDS IF YOU DO NOT DIE,
THEN MY BROTHERS WILL
SACRIFICE ME!









TAILS AND OLIVE THE DONKEY, A RESIDENT OF THE WOOD VILLAGE ZONE HAVE BEEN CAPTURED BY ROBOTNIK'S TROOPERS

YOU'RE NOW OUR PRISONERS! MOVE!

WHY DO YOU DUDES HAVE TO BE SO IMPOLITE?

THIS IS ALL MY FAULT TAILS! I GOT US INTO THIS MESS!

DON'T WORRY, CAFE! THERE'S ALWAYS SOME WAY TO GET OUT OF SITUATIONS LIKE THIS.

TAILS

 Trooper Trouble

ERM... ALTHOUGH THESE ELECTRONIC CUFFS MIGHT MAKE ESCAPE A LITTLE MORE DIFFICULT THAN I EXPECTED!

ESCAPE IS IMPOSSIBLE OUTLAW!

Script: IAN STRONGBOW Art: CARL FERIN
Colouring: BIRRA KART Lettering: TIM FRAMPT

BZZZ-KLIK

...LL FIND A WAY OUT, CAFE.
I'M ALWAYS BEING CAPTURED,

THAT DOESN'T EXACTLY INSPIRE ME WITH CONFIDENCE, TAILS!



YIKES! WHAT'S HAPPENING?

I'D SAY YOU DIDN'T JUST CUT THE POWER TO THE CUFFS, CLIVE!

YOU'VE CUT THE POWER TO THE WHOLE SHUTTLE CRAFT! WE'RE GOING TO CRASH!

UH-oh! I DIDN'T EVEN KNOW WE'D TAKEN OFF!

HANG ON! THIS IS OUR STOP!

ALL POWER HAS FAILED

EJECT! EJECT!

HOLD TIGHT, CLIVE!



I'LL JUST
TRY SOMETHING!
DON'T LET GO
CLIVE!

ZZAP!
ZZAP!



JUST AS I
THOUGHT! TYPICAL
DIM-WITTED
TROOPER!



WHHEEE-- * CRRASH



THE END.

NEXT ISSUE
EASY TARGET

Q

ZONE

Q IS FOR QUESTION.

Q IS FOR QUIZ.

Q IS FOR QUIZBARY.

IF YOU WANT TO ENTER THE Q ZONE FOR QUIZING, THIS ZONE HAS YOUR FAVOURITE SEGA GAMES, WHICH ARE LIKELY TO...

Q ZONE, SONIC THE COMIC, 25-31 THORNSTICK PLACE, LONDON, WC1B 5QH.

SONIC THE HEDGEHOG 2 REVISITED - PART 1

MD MEGA DRIVE

So many Boomers are still demanding help on the classic Sonic games that STC are re-revealing some oldies but goodies.

LEVEL SELECT

Go to the options screen, listen to song 19, press **BUTTON C**, listen to song 65, **PRESS C**, listen to song 5, **PRESS C**, listen to song 17, then **PRESS C**. Next, hold **BUTTON A** and continuously press the **START** button to get a level select screen to appear.



AUTO SUPER SONIC

DO THE LEVEL SELECT FIRST then on the level select screen, go to the sound select and listen to song 4, press **BUTTON B**, listen to song 1, press **BUTTON B**, listen to song 2, press **BUTTON B**, listen to song 6, press **BUTTON B** and then hold down **BUTTON A** and press **START**. Once you start the game, collect 50 rings and you will become Super Sonic.

MORE CONTINUES

First enable the level select. Then at the options screen, play these sounds in this order: 1, 1, 2, 4. Now move the highlight to the "Player Select" field on the options screen and press **START**.

COLLECT ALL EMERALDS

To collect all seven Chaos Emeralds in the first zone, go to the **OPTIONS** screen and select the mode you want to play in (Sonic alone, Tails alone or both together) then press **START**. Collect 50+ rings and go to the first Star Post to get to the Special Stage, where you collect the first emerald. When you return, press **RESET**. Go to the **OPTIONS** screen again, press **START**, collect 50+ rings and go to the **STAR POST**. You should find yourself in the second stage of the **SPECIAL ZONE**. Complete this and you will have two emeralds. Keep repeating this sequence until you have collected all



CODES

Start with 99 lives	UN3TAACL
Each ring worth 80+ rings	SCRAB9X0
Each ring worth 25 000+ rings	SCRABC0
Mega jump	BDLTARGL
1 ring required to become Super Sonic	AUZTCACJ + ACZTCACA
10 rings required to become Super Sonic	BLZTCACJ + ACZTCACA
Infinite lives (player 1)	JH3ACACJ
Infinite lives (player 2)	JH3ACACG
Sonic stays invincible for longer after hit	9B2TAFB
Once invincible stay invincible	ALTREAGJ
1 ring required to enter Special Stage	AH2TCAB6
Each ring worth 5 in Special Stage - Sonic	SBJAHYWD
Each ring worth 5 in Special Stage - Tails	SBJAHYWR
1 ring to become Super Sonic (2 parts)	ACZTCACJ + ACZTCACA
Super Sonic doesn't lose rings	K4ZTCABN
Start with 50 lives (player 1)	GJBAAD02
Start with 50 lives (player 2)	GJBAAD08



LEVEL SELECT

Jumping into the fruit machine is a bit of a gamble! Sometimes it pays off and sometimes it can be disastrous. However, to help you win loads of rings, start the wheels spinning, and as soon as the first reel stops, **PRESS C**. If you timed it to perfection, reels two and three will get the same symbol as reel one.

CASINO NIGHT ZONE - Defeat Doctor Robotnik

To kill the evil Doctor, start by hitting his ship from the sides, but make sure you avoid the electric pulses by running up the side of the wall and spinning into him. Next, jump onto the middle platform in the centre of the screen, then jump up and hit him several times and get back on the platform. Repeat this procedure and he'll be history!

DEATH EGG ZONE - To defeat the final boss

When Doctor Robotnik flies into the air, run to the extreme left. Wait until the target locks onto you and flashes very fast, then jump out of the way to the extreme left or right. When Robotnik lands he will bend his knees - immediately jump up and hit his nose. Next, run to the far right and keep crouched down until after he fires his arms (don't jump over his arms). Repeat this process and you will complete the game.

METROPOLIS ZONE - To defeat the boss

When you see Robotnik you'll notice there are spinning bubbles surrounding him. Time your attack so that you strike him when there are no bubbles to block your way. Then concentrate on attacking the craft because they explode in one impact. After several hits, you will have destroyed Robotnik (until the next level that is!).

THE END

NEXT ISSUE: Sonic the Hedgehog 2 MD
Hints and Tips, also revelations on the
Game Gear and Master System.

REVIEW ZONE

STC'S RATING SYSTEM
UNDER 10+ = YAWNsville

60-70 = MERRASteller
70-80 = FUN CITY

80-90 = REVOLUTION

SLAM 'N' JAM '96



SATURN

GAME TYPE: SPORT
PLAYERS: 1-4
PUBLISHER: BMG INTERACTIVE
PRICE: £39.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL



Some time ago, a machine called the Mega Drive had a basketball game released for it called *NBA Jam*. It became a huge success, selling over four million copies and it sparked off a number of inferior basketball games. The Saturn has also seen various basketball games, but none have been ground-breaking. Now, however, there's a new game in town and *Slam 'n' Jam '96* could win the STC coveted best basketball game crown.

Featuring five-on-five basketball, *Slam 'n' Jam '96* includes all the rules and play you'd expect from a basketball game, as well as two apparently well-known players called Magic Johnson and Kareem Abdul-Jabbar. Many of the moves are based around their type of game, such as no-look passes plus their individual signature skills.

The on-court action moves with cinematic realism and features some excellent graphics. Unusually, all of the players are big, each one taking up half the screen and all move with amazing speed and fluid animation. This makes the game more realistic and playable.

Instant replays, multiple camera angles and commentary from America's CNN commentator, Van Earl Wright, all add to the atmosphere. As does the



excellent soundtrack and crowd noises (the latter grows louder and more realistic each time a dunk or jam is performed).

Considering the wealth of up-to-date statistics on each player and team, *Slam 'n' Jam '96* is up there with the best. It's an improvement over other Saturn basketball games and worth buying if you don't have a game of this type.



RAVES

Excellent graphics, great gameplay.



GRAVES

No vast improvement over other basketball games.



GRAPHICS 92

SOUND 87

PLAYABILITY 88

OVERALL 89

A TYPICAL DAY ON
PLANET MOBIUS...

THIS
ZONE IS AT
OUR MERCY.
PREPARE TO
ATTACK!

SONIC'S WORLD

Future Shock

Part 1: Team Mobius, Art: Jimmie

© 1998 Parker 10 Entertainment 1998 Parker

SORRY
BOZO'S. BOOK AN
APPOINTMENT
NEXT TIME!

BYE-BYE,
BADNIK!

ROBOTNIK IS
NOT MADE A BADNIK
THAT CAN OUT-RACE
ME YET!

THOSE
TWO ARE MAKING
A BREAK FOR IT,
SONIC!

NO
PROBLEM
JOHNNY

11

SOME
DAYS THIS
IS JUST SO
EASY!

ERRK!

SPLOK!

DOOSH!

AWK!

UH OH
SPOKE TOO
SOON. NOT A
GOOD PLACE
TO LAND.

YUKK!

SPLOOSH!

OH NO!
SONIC'S SINKING
INTO THAT
SWAMP!

ULP!
I'LL SEE IF I
CAN REACH HIM
IN TIME!

WHO?
I ALWAYS
WAS TOO QUICK
FOR YOU, PIXEL-
BRAIN! STAND
ASIDE!

WHOOSH!

WHOOSH!





* "THE SONIC TERMINATOR"
BACK IN STC 24-2B-MEGAMOID.



NEXT ISSUE: FUTURE SHOCK CONTINUES...

SPEED LINES



EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1R 8RN.
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

SATURN ERA!

Dear STC,

In terms of quality of artwork and storylines, you can now compete with 2000 AD for the best UK comic - EVER! Secondly, although I don't own a Saturn system, I think the graphics are far superior to the Mega Drive, so why not include more reviews as this is definitely a move forward.

James Murray,
Lisburn, Co Antrim, N Ireland.
MD/MCD owner.
Sonic & Knuckles Hog Tag Winner.



STC upgrades its
Review Zone to include
some of the hottest
Saturn games around.
As for being the best
comic in the UK, hey, there's no
fooling you, James!

EAR-Y QUERY!

Dear Megadroid,

Even though I live in New Zealand I am an avid reader of STC thanks to a friend from England who sends me copies. However, there's one thing that puzzles me - does Knuckles have ears?

Rowan French, Tauranga,
New Zealand. MD owner.
Sonic & Knuckles Hog Tag Winner.



I tried to put your question to Knuckles, Rowan, but his reply was: "Pardon?"

EVERYTHING PRINTED IN
SPEEDLINES WINS A
SENSATIONAL
SEGA MEGA HOG TAG!



Sara Adamson, Bellshill, Scotland.
Sonic & Knuckles Hog Tag Winner.



OVER PRICED OVER EIRE!

Dear Megadroid,

I think that us Boomers who buy STC in Ireland are being ripped off! An issue of STC over here costs £1.55, which includes only 32 pages! As this works out at 4,84375 pence per page, I suggest that you either lower the cost or give us more pages.

Kieran Dee,
Ennis, Co Clare, Rep of Ireland.
Sonic & Knuckles Hog Tag Winner.



Unfortunately, Kieran, it's a combination of the Irish punt, Value Added Tax, plus the cost of exporting the copies to Ireland which all add extra pennies to STC's price.

Cybernik's new paint job!



James Cole, Chingford, Essex.
Sonic & Knuckles Hog Tag Winner.

NEXT ISSUE FREE STICKERS!



© Sega Enterprises Ltd.



SONIC!
MISTER SHIFTER!

3
NEW
STORIES

TAILS!
EASY TARGET!

KNUCKLES!

THE GOOD, THE BAD & THE ECHIDNA!

PLUS

SONIC'S WORLD

FURTHER FUTURE SHOCKS!

MORE SONIC 2!
Q ZONE REVISITED!

NEWS ZONE!
NIGHTS!

REVIEWS!
MEGA DRIVE - TIN TIN!
SATURN - SHINING WISDOM!

STC 87

ON SALE WEDNESDAY, 18 SEPTEMBER '96

£1.20

DATA \$TRIP

I'VE BEEN READING
STC SINCE ...

ISSUE AGE

NAME
ADDRESS

MY FAVOURITE ...

FILM/VIDEO IS

BAND/SINGER IS

MY SEGA SYSTEM ...

TICK:-
GG MCD MD
MM MS 32X
SATURN

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE

AS A COMIC STRIP IN STC.

THIS ISSUE'S MEGA HITS!

1ST CHOICE
2ND CHOICE
3RD CHOICE

YOUR RATING FOR ISSUE 86

% 

Post to: Data Strip/Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU.